

App. No. 10/708,646

In the Claims:

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11. (new) A distributed object messaging system comprising of: having distributed object synchronization across a network node tree in which a root node is created first where said root node binds itself to an Input/Output channel, branch nodes first make contact to said root node and binds itself to an input/output channel, with said root node and branch nodes act in combination as a centralized server with a) a network node tree where said root node computer at the top of the network node tree has plurality of branch node computers maintaining a network connection to it at any given time; b) in which each branch has a branch node computer that may have one or more branch node computers maintaining a network connection to it at any given time; c) a set of distributable objects, whose origination resides on the root node computer, are cloned and transmitted across the network connection to descendant branch node computers; d) where if a change is made to the distributable object on the root node computer, that change is redispached across the network connection to the distributable object residing on each descendant branch node computer; e) with a security controller in said root node computer environment; f) with said security controller creating a security controller clone; g) with said security controller clone creating an authentication interface in the connecting computer; h) with said authentication interface creating authentication data; i) with said authentication data is transmitted to the root node; j) with said root node using the authentication data to authenticate the connecting computer; k) where if validated the root node returns registration data to the branch node; and l) where a connection tree manager controls the placement of a connecting computer on the network node tree.

12. (new) The system, as set forth in claim 11, wherein: said branch nodes and said root nodes may have leaf nodes where said leaf nodes are treated like branch nodes by the system.

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13. (new) The system, as set forth in claim 11, wherein: a new peer connecting to an already existing peer on the network can download the synchronized state of these data objects without having to get said data from the original host.

14. (new) The system, as set forth in claim 11, where said connection tree manager instructs all nodes where to connect to the network.

15. (new) The system, as set forth in claim 12, wherein: a change made to the state of a distributable object on said root node computer, said change is made to each of the distributable objects on all the descendant branch nodes and all of the descendant leaf nodes.

16. (new) The system, as set forth in claim 11, wherein: a root server is created and said root server forms an Input/Output channel through a socket.